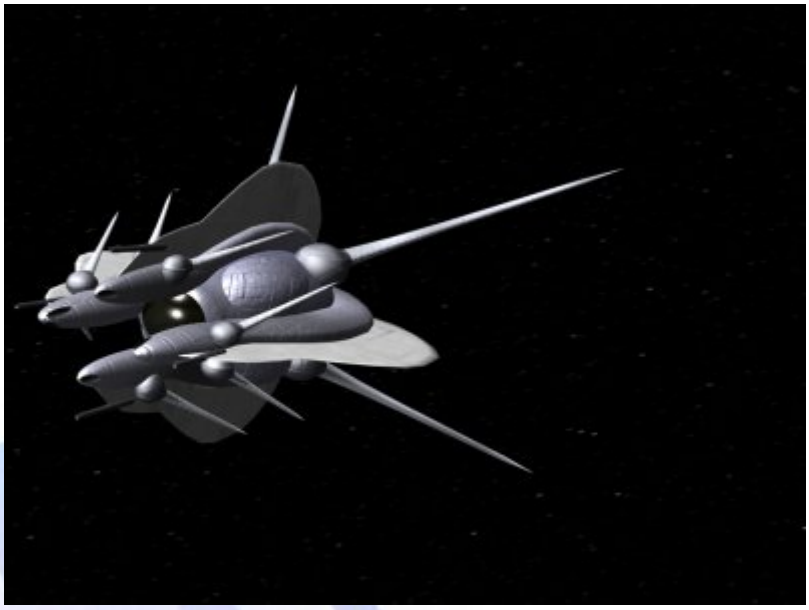
Starships D6 / Galarne/Ferges Industries Hell



Name: Hell Fighter
Type: Galarne/Ferges Industries Hell Fighter
Scale: Starfighter
Length: 8.9 Meters
Skill: Starfighter Piloting - Hell Fighter
Crew: 1
Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2
Consumables: 3 Days
Cost: 350,000 (new)
Cargo Capacity: 110 Kg
Hyperdrive Multiplier: No
Hyperdrive Backup: No
Nav Computer: N/A
Space: 12
Atmosphere: 450;1300kmh
Maneuverability: 2D+1
Hull: 4D
Shields: 2D
Sensors:
- Passive: 25/1D
- Scan: 50/2D
- Search: 75/3D
- Focus: 3/3D+2

Weapons:
- 4 Laser Cannons (Fire Linked)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 6D
- 4 Twin Concussion Missile Launchers (4 Missiles Each)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1/3/7
  - Atmosphere Range: 50-100/300/700
  - Damage: 8D

Description: The HellFighter owes a lot of its design to the Tie Series of fighters, being small, fast and lacking a hyperdrive. The powerful weapons, and addition of shields make this vessel better than the majority of Tie designs, although it does not rival some of the newer more powerful Ties such as the Avenger or Defender. Although the vessel was never adopted by the New Republic, it

was shortly tested and heartily approved of by the Republics best pilots, but problems adapting to the fighters radically different controls meant that the vessel was never purchased in large numbers. The spines covering the ships hull provide some atmospheric control, but mainly act as stabilization when the vessel is landed.

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